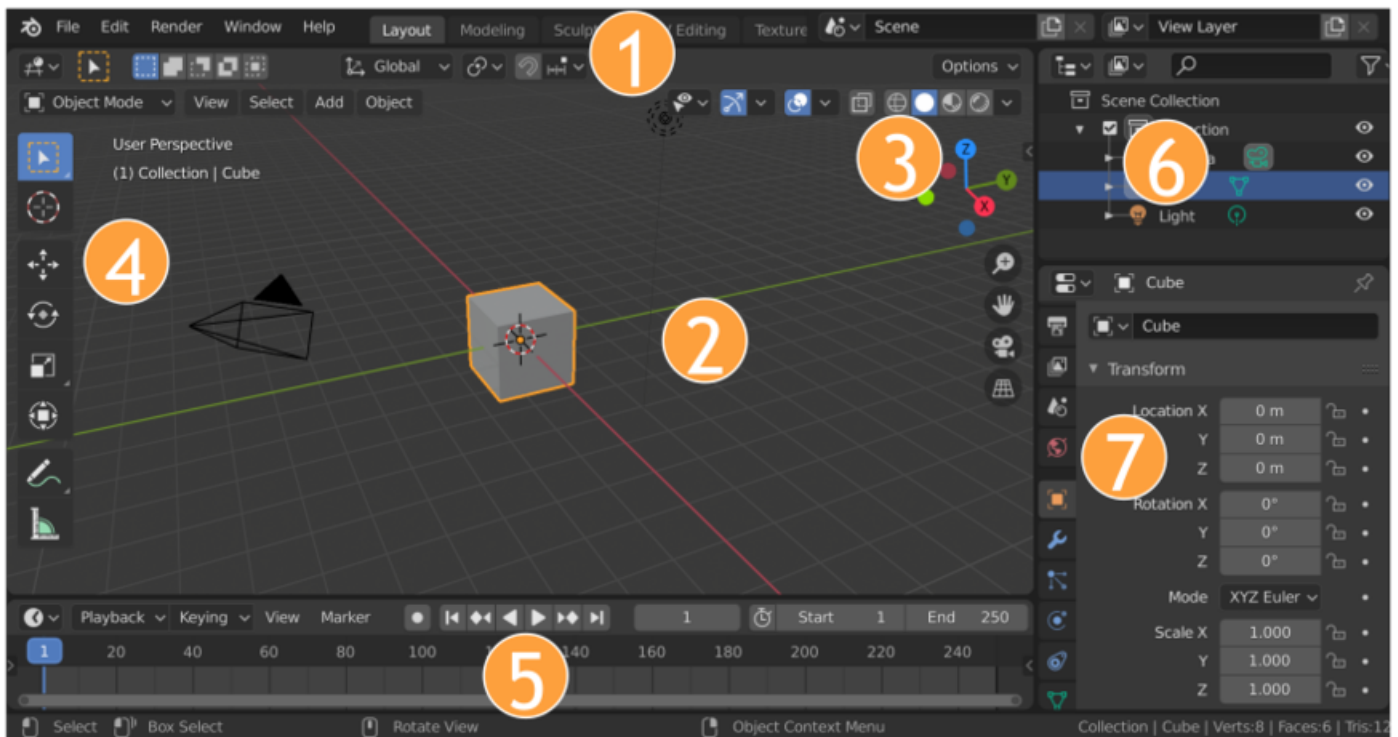


Quick Reference Sheet



1 Workspaces 2 3D View 3 Shading Modes 4 Toolbar 5 Timeline 6 Outliner 7 Properties

Navigation

MMB (pressed):	Rotate view
MMB (scrolled):	Zoom view
SHIFT + MMB:	Move view
Numpad 0	Switch to active camera view
Numpad 1 (+CTRL):	Front (back) view
Numpad 3 (+CTRL):	Right (left) view
Numpad 7 (+CTRL):	Top (bottom) view
Numpad 5:	Toggle orthographic / perspective
Numpad 2, 4, 6, 8:	Rotate view down, left, right, up
Home:	Center view on all objects

Manipulation

g:	„Grab“ - translate
s:	„Scale“ - scale
r:	„Rotate“ - rotate
→ + x, y, z:	Along global x, y or z axis
→ + xx, yy, zz:	Along local x, y or z axis
→ + value:	By a specific value
ALT + g, s, r:	Reset position, scale or rotation
LMB:	Select
a (twice):	Select or deselect all
c:	„Circle select“ - paint selection
b:	„Border select“ - select using a rectangle
CTRL + j:	Join selected
DEL, x:	Delete selection
h:	Hide selection
ALT + h:	Unhide selection

3D View

SHIFT + a:	Add / Create new object
SHIFT + s:	Snap / Reset 3D Cursor
SHIFT + d:	Duplicate selection
F3:	Open search bar
CTRL + z:	Undo last action
CTRL + SHIFT + z:	Redo last action
t:	Toggle „ tool panel“
n:	Toggle „ properties panel“
CTRL + SPACE:	Toggle current view to fullscreen mode
TAB:	Toggle between Object- and Editmode
CTRL + TAB:	Toggle modes (Object, Edit, Sculpt, ...)
i:	Insert keyframe at current frame
ALT + i:	Delete current keyframe
SPACE:	Play animation
F12:	Render image from active camera
CTRL + F12:	Render animation from active camera

Edit-Mode

f:	Fill faces
e:	Extrude selection
i:	Inset selection
CTRL + r:	Loop cut
L:	Select linked elements (near mouse position)
CTRL + L:	Select linked elements (near selection)
ALT + LMB:	Select vertex, edge or face loop
CTRL + V:	„Vertex“ commands menu
CTRL + E:	„Edge“ commands menu
CTRL + F:	„Face“ commands menu
RMB:	„Specials“ commands menu